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(19) (CA) **APPLICATION FOR CANADIAN PATENT** (12)

(54) Board Game

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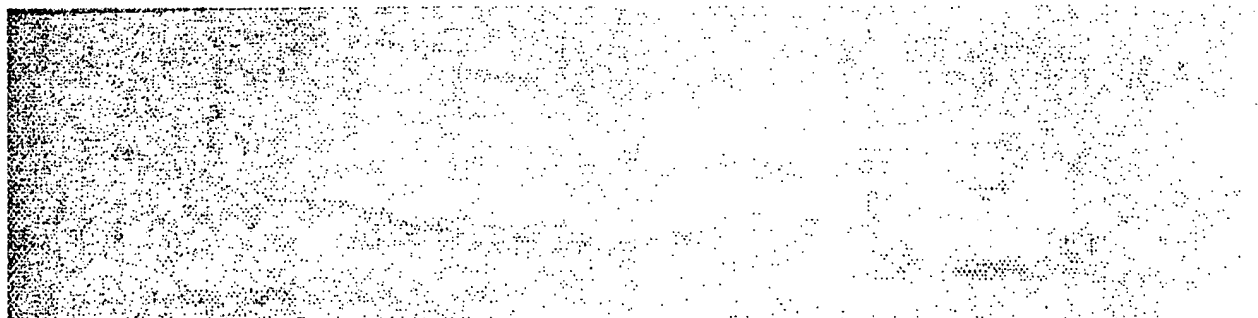
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Notice: The specification contained herein as filed

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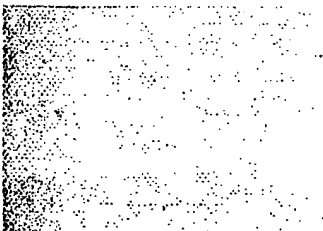


A B S T R A C T

Apparatus for a board game includes a playing board . Marked on the playing board is a continuous main path and at least one diversionary path from the main path. The paths are divided into divisions . Some of the divisions are associated with designated businesses and other divisions are associated with a set of instruction cards that provide for specified playing occurrences and instructions, as determined by the rules of the game. The apparatus includes a set of game pieces for identifying players of the game ,at least one movement determining means for determining the movement of the game pieces along the paths defined on the playing board , a set of business development tokens, and money tokens.

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FIELD OF THE INVENTION AND DESCRIPTION OF PRIOR ART

This invention relates to a board game.

In particular, this invention relates to apparatus for a board game.

Board games of the "Monopoly" type are well known . In "Monopoly" type board games, the game is played on a playing board having a continuous path marked around the playing board . This continuous path is divided into divisions . Each division is associated with a particular property or a public utility service like "waterworks", "power utility" and the like . Players "buy" and can develop the properties or own the public utility services, in accordance with the rules of the game . After playing the game a few times interest in the game abates because the the rules of the game do not require the players to take any decisions during play and the pattern of play becomes stereotyped. Further, most of these games include money tokens which are required to be distributed to and collected from the players. The rules of the game provide for a banker. The function of the banker is passive. Usually, one of the players acts as a banker.

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SUMMARY OF THE INVENTION

According to this invention there is provided an apparatus for a board game, which includes

a playing board for playing the game, the said playing board having marked thereon a continuous main path and at least one diversionary path from the main path, each of the said paths being divided into divisions, a number of demarcated divisions being associated with designated businesses and other demarcated divisions being associated with a set of instruction cards that provide for specified playing occurrences and instructions, as determined by the rules of the game;

a set of game pieces for identifying players of the game;

at least one movement determining means for determining the movement of the game pieces along the paths defined on the playing board;

a set of instruction cards including a deck of risk cards, a deck of board room decision cards, a deck of information cards and a deck of public cards that are associated with specified playing occurrences and instructions that must be followed in the course of playing the game, in accordance with the rules of the game;

a set of business development tokens for placement on the business divisions, for performing business developments in the business divisions, in accordance with the rules of the game; and

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a set of money tokens that can change hands between players for acquiring or disposing off businesses associated with the business divisions and business development tokens and for other eventualities in accordance with the rules of the game.

BRIEF DESCRIPTION OF THE DRAWINGS

The board game in accordance with the invention, and the method of playing it, will be understood clearly from the following description in conjunction with the accompanying drawing, which illustrates a playing board for a board game in accordance with the invention.

DESCRIPTION OF THE PREFERRED EMBODIMENT

In the drawing, a playing board generally, for a board game in accordance with this invention, is indicated by the reference numeral 10.

The playing board 10 is a square planar element. A main path 12 is marked around the outer perimeter of the playing board 10. The main path is divided into four equal segments 12.1.

Two diversionary paths 14 are marked between adjacent segments 12.1 of the main path 12. The diversionary paths 14 provide alternative playing paths to the main path 12.

The paths 12 and 14 are divided into a plurality of demarcated divisions 16. Two divisions 16.1 are identified as exit divisions from the main path 12 to the respective diversionary paths 14. Two other divisions 16.2 are

identified as entrances from the diversionary path 14 to the main path 12. A plurality of divisions 16.3 shown blank in the drawing identify specific different businesses such as different companies. One division 16.4 is identified as a starting zone, one division 16.5 as a rest zone and a further division 16.6 is identified as a prison zone. As seen in the drawing, the divisions 16.4, 16.5 and 16.6 are corner divisions.

Divisions 16.7 marked on the paths 12 and 14 are identified as risk divisions and divisions 16.8 also marked on both the paths 12 and 14 are identified as board room decision divisions.

Spaces are provided on the playing board 10 for stacking decks of instruction cards. A space 18 is demarcated for stacking a deck of risk cards. A second space 20 is demarcated for stacking a deck of board room decision cards. A third space 22 is demarcated for stacking a deck of information cards. A fourth space 24 is demarcated for stacking a deck of public cards.

The apparatus for playing a game on the playing board 10 includes a set of tokens for identifying players, at least one die that can determine the progress of tokens along the paths 12 and 14, a deck of risk cards, a deck of board room decision cards, a deck of information cards and a deck of public cards.

Additional apparatus for playing the game will include a set of money tokens that can be used by players for leasing of businesses and for complying with other playing instructions, as determined by the rules of the game. The apparatus further includes business lease certificates which can change hands and business development tokens that can be used by players for simulating the development

of a particular business leased by a player, all in accordance with the rules of the game.

Also, separate means for maintaining records may also be provided. Such records being kept by a player who acts as a banker, in accordance with the rules of the game.

The object of a player of the game is to maximise his "money", both directly in the form of money tokens and indirectly in the form of ownership of businesses. A further object of the game is for a player to make his opponents lose all their money and all their businesses, thereby taking full control of their empires. A game is won by the player who has the most "money" after a particular designated time or when all the remaining players have been declared "bankrupt".

Before actually commencing play of a game, the money tokens are distributed amongst the players by one of the players who shall act as a banker and who shall be in charge of the bank and other money transactions and who shall also be in charge of keeping the records of the transactions of each player. Each player then selects a playing token, which is designated as the holding or mother company, each player becomes the president of his company. Play of the game is then commenced in a conventional manner with players starting from the starting zone 16.4, in an order as may be determined by the throw of the die. When a player lands on a business division 16.3, which has not been leased out by the bank to any player, he picks up an information card from the set of information cards placed on the space 22 on the playing board 10. This card will identify the "condition" of the business. For instance, an information card may read "business requires premises for extension, cost R50,000." If the card is not favourable to the player he

may decide not to take over the business and the information card is put back to the bottom of the deck. If the player does decide to take over the business, he is then required to comply with the conditions of the information card, pay the rent for the business which is designated on the particular division immediately and take over the business. The value of a particular business on a particular business division can be enhanced by development of the business, which can be done by buying development tokens from the banker and placing them on the particular site of the business division. Preferably, the playing tokens and the development tokens are provided with one colour for each player for identifying different businesses on the playing board 10. When the token of another player lands on a division leased by his opponent, he has to pay rent to his opponent, the amount being determined by the development done by the lessor of the business.

When the token of a player lands on a risk division 16.8, the player is required to pick up a risk card from a deck of risk cards stacked on the space 18 on the playing board 10. The player then decides whether he wants to go ahead with the investment risk. For instance, a risk card may read " You may claim returns on your investment from the stock exchange at twice the amount you have invested or invest

a further sum in shares and sell them later on, on advice from your stockbroker" The player then deals with the bank accordingly, either collecting or paying money. Certain of the risk cards are associated with a particular business of the player going public. For example, a risk card may read " an experimental product is ready for

production-cost R200 00, estimated return R 400 000(Pick a public card)". If the player wishes to risk the investment, he is then required to pick a public card from a deck of public cards stacked on the space 24 on the playing board . A public card picked up may read " Investment was a flop. Lose the amount invested." A player may pass the risk opportunity and the card is then returned to the bottom of the deck.

When a player lands on a board room decision division 16.7, the player is required to pick up a board room decision card from a deck of board room decision cards placed on the space 20 on the playing board 10. A board room decision card is not an option card. The player has to perform the action specified in the particular board room decision card. For instance, a board room decision card may read " Your company has bought a second division world class soccer team-pay R500 000". The player then deals with the bank accordingly, either collecting or paying money. A player cannot pass the board room decision. After executing the decision, the card is returned to the bottom of the deck.

Further it is provided in accordance with the rules of the game that, whenever a player passes the starting zone 16.4, he will be required to pay a designated sum to the bank. By landing on the rest zone, i.e. division 16.5, a player can decide to pause for upto three turns which may, in certain circumstances, be to his advantage as determined by the rules of the game. Any player caught cheating, as for instance trying to know before hand the eventuality likely to occur on a risk card, or deliberately neglecting to pay the designated sum when passing the starting zone 16.4, may be required to be sentenced to prison. He may be required to pay a designated fine, as well as lose a turn , as determined by the rules of the game.

The rules of the game further provide for eventualities such as, for instance, if a player is unable to pay rent when he lands on an opponent's business division. It can be provided that in such an eventuality, the lessor automatically acquires a twenty percent share in the business of the player in deficit. Such sharing includes a sharing of the losses of the business of the player in deficit. On a second occurrence, the share in the business will automatically increase to forty percent, and so on, until the entire business of the opponent is acquired.

It will be appreciated that the players will have to continuously keep a watch on the business in their possession and on the businesses acquired by their opponents, with a view to acquiring further businesses and avoiding the payment of rent, by not landing on their opponent's divisions. Such avoidance can be done by making use of the diversionary paths 14. It will also be appreciated that the eventualities as determined by the risk cards and the board room decision cards, can always change the fortune of the players.

The rules of the game also allow for players to enter into partnership agreements with a view to gaining control of one or more of the opponents.

It will be appreciated that the game is designed to simulate every day life business take overs and operations and it is believed that the game will therefore also fulfil an educational function, in so far as, it will familiarise players with the running of businesses.

The apparatus for playing the game will also include a set of rules and a box or other container for containing the apparatus.

Claims:

1 An apparatus for a board game, which includes

a playing board for playing the game, the said playing board having marked thereon a continuous main path and at least one diversionary path from the main path, each of the said paths being divided into demarcated divisions, a number of demarcated divisions being associated with designated businesses and other demarcated divisions being associated with a set of instruction cards that provide for specified playing occurrences and instructions, as determined by the rules of the game;

a set of game pieces for identifying players of the game;

at least one movement determining means for determining the movement of the game pieces along the paths defined on the playing board ;

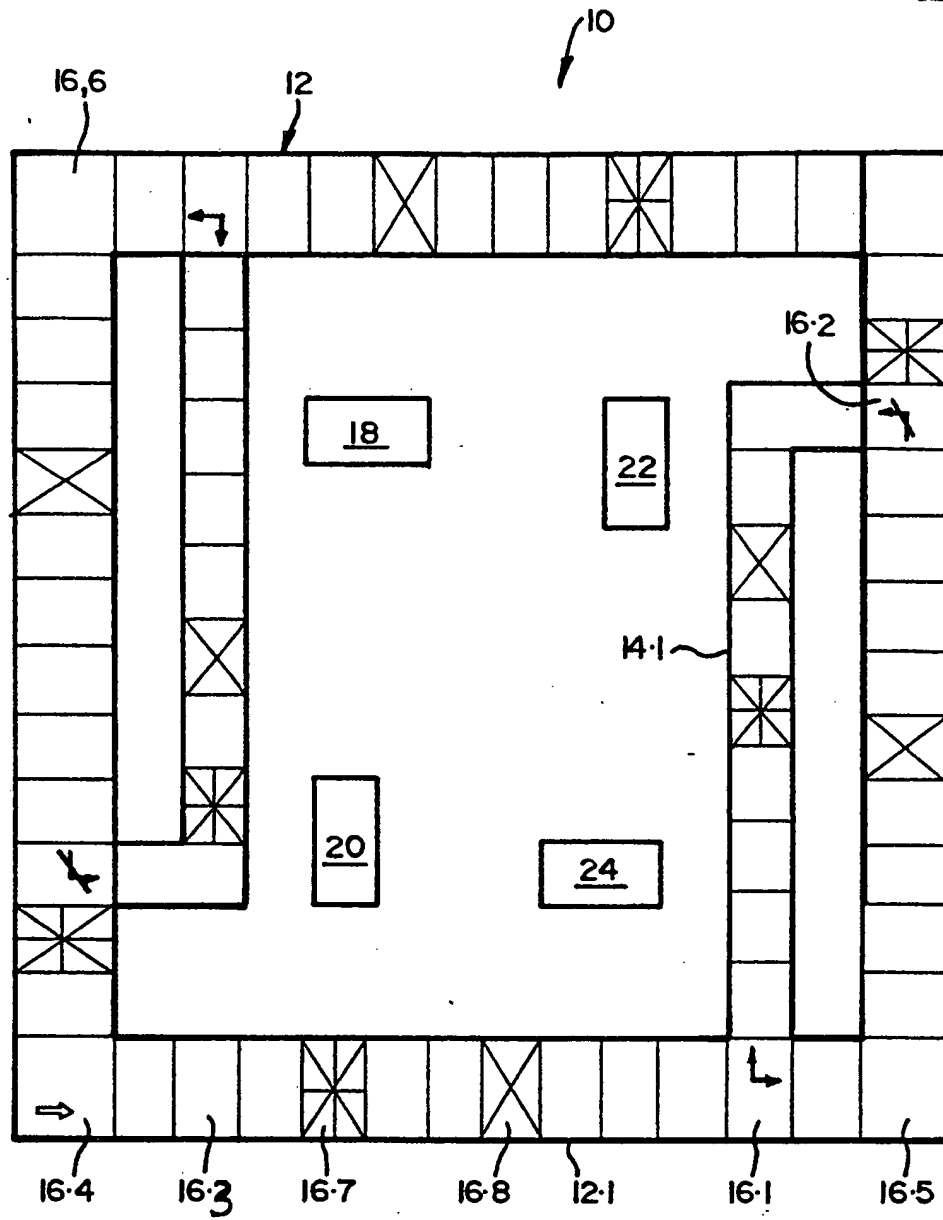
a set of instruction cards including a deck of risk cards, a deck of board room decision cards, a deck of information cards and a deck of public cards that are associated with specified playing occurrences and instructions that must be followed in the course of playing the game, in accordance with the rules of the game.

a set of business development tokens for placement on the business divisions, for performing business developments in the business divisions, in accordance with the rules of the game;and

a set of money tokens that can change hands between players for acquiring or disposing off businesses associated with the business divisions and business development tokens and for other eventualities in accordance with the rules of the game.

2 An apparatus for a board game as claimed in Claim 1, which includes means for keeping records of the businesses leased and/or developed and monies invested, all in accordance with the rules of the game.

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